

DAY OF GLORY



The world is ancient. A thousand civilisations have ruled, fallen, and been forgotten. But from the ashes and ruins of the past, a thousand new contenders rise, ready to lead their warriors into battle, each hoping that this will be the day they ascend. The day they reclaim their lands, the day they prove themselves, the day they win. They are each of them hoping for their day of Glory.

The Day of Glory universe is one of wonder and mystery- where barbarian heroes fight monstrous beasts, where mad wizards dwell in forgotten towers, and where armies clash daily to decide the fate of the world. The ancient races clash against the young, magical might is brought to bear against steel and iron. This is a world full of dark forests, haunted ruins, and mystical wonders. It is a world where a person's fate is decided by their skill, and their luck, a world where stepping outside your city is as sure a path to death as it is to fame and fortune. From mountains full of dwarven mines, to the ancient forests of the wild elves. From the industrious cities of Tuland, to the primitive dwellings of the orcs. Ancient relics lie in crumbling tombs, secret knowledge is hidden in buried temples, unimaginable treasures rest before intricate traps.

What force will you lead in this magical world? What adventures will you survive, and what depths will you brave? Will you be a noble and honourable knight, or a foul and depraved monster? Will you liberate the people, or enslave them under your tyranny? Will you turn to the mysteries of magic, the strength of steel, or perhaps the subtleties of poison? Will you unearth ancient treasures, or a path to damnation? And what will happen on your Day of Glory?

These are the rules for the game Day of Glory- a fantasy wargame. The game has been designed to be very open, allowing you to build your army in any way you see fit, allowing you to use existing models, or to build a brand new army for this game. This game gives your games and armies some structure, but it is also designed to be very open, allowing you to play how you want. If you have models or units that have weapons or traits your chosen force cannot take, then you shouldn't hesitate to make your own rules, and change things. Don't worry about your models being exactly what the rules say they should be- as long as you clear with your opponent what all of your models are, it's fine if your models don't have the right weapons or armour.

Preparing for a game

To play a game, you will need the following things:

- Armies of models
- a ruler, marked in inches
- six-sided dice
- a surface to play on
- some terrain
- Something to make notes on

Before playing the game, you will need to pick out your models' races, traits, and weapons, and note these down. To make the game fair, every race, weapon, etc. has a power value given in square brackets. The total power level of your army should be as close as possible to your opponent's.

Once you have everything you need to play, set up the battlefield- mark out the borders, and place down any terrain pieces. This can be done in a balanced, fair way, or to simulate a real place. Then, pick deployment zones. There should be one for each player, and they should each be big enough to fit an army. Then, players roll off to decide who will deploy their army where. The player who wins, gets first choice.

Players then take turns placing down units in their deployment zones, until all units are deployed. Finally, write the name of every unit in play onto a small piece of paper, and put all of these into a bag (you can use another method of randomly picking units if you prefer) Then the game itself begins.

The game is split into a number of rounds, during each of which every player activates all of their models. Models are grouped into units- which are organised into either *regiment* or *skirmish* formation. Both formations have advantages and disadvantages, depending on the situation.

During each round, a piece of paper is drawn from the bag, and that unit can activate. The paper is then put to the side, and another is drawn, continuing until every unit has activated. Then all the papers are returned to the bag for the next round.

At the end of each round, an additional thing has to be done: morale. In every combat, some units must take a nerve check. A combat, is a group of units that are in base-to-base contact with each other. Often, this is just two units, one from each player, but it can be more. For each combat, work out how much damage each player dealt. This is the combat score. For example, if player A has two units in contact with player B's unit, and they dealt 2, and 3 damage respectively, then in this combat, player A would have a combat score of 5. Whichever player has the highest combat score wins the combat, and the other player must take a nerve check for each of their units. Every race has a nerve value, and to pass a nerve check, you must equal or beat the best nerve value in that unit. If you do pass, then nothing happens, but if you fail, the unit must move back by half its movement, with the normal rules for disengaging from combat applying.

At the end of the fourth turn, roll a die. On a 4+, the game continues for another round, otherwise, the game ends. The player who has the most victory points wins the battle. You get one victory point for every 1 power of models you kill (including weapons, armour, etc.), and also from other sources like banners or objectives.

Terrain

Any terrain features you want to be more than just decorative should be assigned one or more rules here:



- Difficult- every inch of movement over this counts as 2 for non flying models.
- Cover- enemy models gain -1 to attack rolls against a unit more than 50% inside.
- Dangerous- any models that move over this take one automatic hit.
- High ground- models gain +1 combat bonus while on this.

Formations

Units made up of more than one model are always either in either skirmish or regiment formation. Models in skirmish formation must always be at least ½" from each other, and a maximum of 3", but otherwise do not have to be arranged in any pattern. Models in regiment formation must be arranged into rows and columns, bases touching.

Skirmishing Units:

- gain +2" speed
- attacks from over 6" away against this unit get -1 to hit.
- Only models in base to base contact may attack.
- May turn by any amount in their movement, and move in curves.

Regimented units:

- Gain +1 to armour saves
- Models in base to base contact, and models adjacent to them can attack.
- Can only pivot by up to 90 degrees and move in straight lines when moving.

Units may start the game in either formation. A regimented unit can become skirmishing as a free action, but for a skirmishing unit to become regimented, or for a regimented unit to change the arrangement of models takes an action, unless the unit has a musician. If it does, you can roll a die to try and become regimented as a free action:

| Number of models in unit: | Roll needed: |
|---------------------------|--------------|
| 2-6 | 2+ |
| 7-12 | 3+ |
| 13-20 | 4+ |
| 20+ | 5+ |

When a model is chosen to be activated, it can perform two actions. An action can be:

- Moving by up to its movement and turning
- Attacking
- Casting a spell, praying to a god, or summoning a demon

Models can perform the same action twice, or two different actions, in any order.

Disengaging from combat

Whenever a unit starts its action in base to base contact with an enemy, and then moves away from the enemy, that enemy unit may first make attacks against it, with a -1 combat modifier.

Every model has an agility, and a health value. They also have an attack bonus stat. Weapons have an attacks value, and an attack bonus stat. When a model attacks, it rolls a number of dice equal to their weapon's attacks value. Any that are equal to or greater than the target's agility are hits. These rolls are also modified by both the model's and its weapon's attack bonus, as well as the following factors:

- The target is in cover- -1
- Target doesn't have armour, and attacking with a *slicing* weapon- +1

If the enemy model is equipped with armour and/ or a shield, they may attempt to make armour saves. Roll the dice that hit, aiming to get to get the armour value. Any that fail cause damage.

- Basic armour- 6+
- Light armour- 5+
- Heavy armour- 4+

+1 to the roll for a shield

+1 to the roll against a *slicing* weapon

-1 to the roll against a *crushing* weapon

-2 to the roll against an *armour piercing* weapon

All models have a health value, and every point of damage decreases a model's health by 1. If a model is reduced to 0 health, it is dead- remove the model from play. When a model from a unit dies, but more damage has been dealt, this damage is carried over to the next model in the unit. If there are no more models in the unit, the excess damage is just lost.



Equipment:

A model may have 2 one handed weapons, a one handed weapon and a shield, or a two handed weapon. A model may only carry a single spear though.

One handed Weapons:

| Name: | Attacks: | Attack Bonus: | Traits: |
|----------------|----------|---------------|----------|
| Shortsword [1] | 1 | +1 | Slicing |
| Hand-axe [1] | 2 | +0 | Slicing |
| Mace [1] | 1 | -1 | Crushing |
| Flail [1] | D3 | -1 | Crushing |
| Spear [1] | 1 | +1 | Piercing |

| | | | |
|------------|---|----|------------------------------------|
| Lance [2] | 1 | +0 | Piercing, hits automatically |
| Pistol [3] | 1 | +1 | Range(6"), reload, armour piercing |

Two handed Weapons:

| Name: | Attacks: | Attack Bonus: | Traits: |
|----------------|----------|---------------|-------------------------------------|
| Longsword [2] | 1 | +2 | Slicing |
| Great-axe [2] | 2 | +1 | Slicing |
| Heavy mace [2] | 1 | -1 | Crushing, deadly |
| Halberd [3] | 1 | +2 | Slicing or piercing |
| Short-bow [3] | 1 | +0 | Piercing, range(24") |
| Longbow [4] | 1 | +1 | Piercing, range(32"), heavy |
| Crossbow [4] | 1 | +2 | Piercing, range(18") |
| Musket [4] | 1 | +2 | Range(12"), reload, armour piercing |
| Sling [1] | 1 | -1 | Range(6") |

Armour:

- Basic armour [3]- 6+
- Light armour [5]- 5+
- Heavy armour [7]- 4+ (-1" speed)
- Shield [2]- +1 to armour saves, or 6+ save

Command groups:

Any unit of more than 5 models may have up to one of each of the following (note that each of them must be given to a different model):

- Sergeant [3]- this model gains +1 attack, and improves their nerve by 1.
- Musician [5]- (explained in formations section)
- Standard bearer [20]- counts as an objective, initially held by the unit. Can be captured by enemy if the standard bearer is killed. Worth 50 points. While a unit has a banner, they also add 1 to their combat score.

Weapon traits:

- Deadly- this weapon deals two damage instead of just one.
- Range(x)- this weapon may be used to target models up to x" away. Ignore the normal rules for what models can and cannot attack.
- Heavy- attacking with this weapon takes up both the model's actions
- Reload- In order to attack with this weapon again, after having attacked in the previous turn, the model must spend an activation not doing anything.

Races:

| Name: | Speed: | Agility: | Health: | Attack Bonus: | Nerve: | Traits: |
|--------------|--------|----------|---------|---------------|--------|---------------------------|
| Dwarf [4] | 3" | 3 | 1 | +1 | 3 | |
| Elf [7] | 5" | 4 | 1 | +1 | 4 | |
| Goblin [3] | 5" | 5 | 1 | -1 | 6 | |
| Human [5] | 4" | 4 | 1 | +0 | 4 | |
| Liche [8] | 3" | 4 | 2 | +1 | 2 | Chaotic, scary |
| Mummy [5] | 3" | 3 | 1 | +1 | 2 | Chaotic, scary |
| Ogre [7] | 3" | 3 | 3 | -1 | 3 | Stupid, scary |
| Orc [6] | 4" | 4 | 2 | +0 | 3 | |
| Skeleton [3] | 3" | 3 | 1 | -1 | - | Construct, chaotic, scary |
| Vampire [10] | 6" | 5 | 1 | +2 | 3 | Chaotic, scary |
| Zombie [2] | 3" | 3 | 1 | -2 | - | Construct, Chaotic, scary |

Construct- this model may only move once in its activation, and ignores *scary*, and *terrifying*. It also doesn't make any nerve checks, counting as succeeding if necessary.

Scary- Enemy units must subtract 1 from nerve checks, while within 6" of a unit with this rule.

Stupid- When this model is activated, roll a die. On a 1, they may do nothing that turn.

Hero classes:

Assassin [10]

Assassins are masters of stealth and subterfuge. They are experts in the weaknesses of their targets, and can slip through the best defended lines and forts.

Doesn't have to be deployed on the battlefield at the start of the game. Instead, you can place down this hero as one of its actions during any of its activations. In the round that this hero is deployed, it may add its level to the damage of its weapons. Additional levels cost 10 power.

Champion [2]

Champions are fighters without peer- masters of their weapons, and expert duellists. They can be found in the thickest parts of the fighting, leading their troops by example.

This hero is an extraordinary fighter. Extra levels cost 1 power. Every time the hero attacks, they may roll an extra number of attacks equal to their level.

Commander [10]



Commanders are veterans of many battles, who inspire their troops to greater and greater feats of strength. Roaring encouragement, and words of wisdom, they lead their troops to victory.

Friendly units within 3" may add this hero's level to their attack rolls. Additional levels cost 10 power.

Engineer [5]

Engineers are craftsmen and inventors who build and maintain an army's war machines. They are brilliant mathematicians, scientists, and improvisers, getting more out of their own machines than anyone else.

Engineers build and maintain an army's war machines. The presence of an engineer in your army allows you to take war machines- the type and number of which is detailed in your force rules. All war machines, while within 3" of a friendly engineer may re-roll a number of dice each turn equal to the level of the engineer. Extra levels cost 3 power.

Tactician [2]

Tacticians are veteran strategists, with an instinct for war. They know just where their troops should be positioned, and shout out advice for formations.

Units trying to become regimented within 6" can count as having a musician if they don't, and can add this hero's level to their role. Additional levels cost 1 power.

Priest [10]

Priests are the spiritual leaders of an army, blessing their troops, and advising leaders. Whether a humble minister, or a mighty warrior, worshipping their gods through their victories, priests are an invaluable advantage to the armies they accompany.

This hero can call upon their God to aid their allies before and during a battle. Every priest can choose a god they can call upon. Additional levels cost 5 power. Before the game, every priest in your army may bless one of your units, granting that unit the blessing of the god. During the game, priests can pray as an action, causing the prayer effect of their gods to happen. For both blessings and prayers, the maximum number of models that can be affected is 4 + the priest's level. A unit cannot be affected if it is too large.

Wizard [10]

Wizards are powerful individuals who have spent years studying the secrets of the arcane, and the nature of the universe. Scholars, philosophers, and mystics, wizards are also a potent battlefield threat, unleashing cosmic forces on their foes, and wielding the secrets of the ancients.

This hero can cast spells as an action. Additional levels cost 10 power. The wizard knows spells from one or more lores, which is stated in the force rules. Each turn, the hero gains a number of magic dice equal to their level. Magic dice can be saved for future turns. To cast a spell, pick a spell that the wizard knows, and pick a number of magic dice to roll for it. If the total number rolled is equal to or greater than the spell's casting value (CV), then the spell is cast. Other wizards within 12" may expend magic dice to add or subtract their roll from this. For every 1 you roll, the wizard takes 1 damage. In one action, the caster can cast as many spells as they can, but they only gain new magic dice when there is a new turn, not in their next action. If rolling 1s in this way causes the wizard to die, then roll a die. On a 4+, the wizard explodes, unable to contain the raging energies of chaos. Roll all the magic dice they hero had that turn. Every unit within D6" takes that many hits.



Summoner [10]

Summoners are individuals who study the art of breaking through the walls of reality to unleash creatures of other realities on their foes. Such summoning is incredibly dangerous, but also very rewarding.

Summoning is the dangerous art of summoning demons from other planes of reality onto the battlefield. The hero becomes a level 1 summoner. Additional levels cost 10 power. At the start of every activation, the summoner rolls a number of dice equal to their level, to see how much chaos energy they can gather for that turn. The total is how much energy they have. Each point of energy is equivalent to 1 D6, that can be used for either materialisation or binding. Every summonable demon has a materialisation (Ma) value, and a binding (B) value. For a creature to be placed down in the game, you must equal or beat their Ma value, with however many dice you choose to use from your energy. This counts as one action.

If this is successful, the creature is placed down in the game within 3D6" of the summoner. You may then try to bind the creature using the remaining energy dice, as a second action. Roll them, and if the result is equal to or higher than the creature's B value, it is bound to their will, and becomes one of your units that you can control as normal. If you fail however, the creature is let loose, and activates outside the control of any players, always attacking the unit closest to it.

In addition, summoned creatures yearn to return to their home realities. At the end of a summoned creature's activation, roll a D6. On a 3+, the creature returns, and its model is removed. If the creature is bound, you may subtract the summoner's level from this roll, but a 6 always remains a 6.

Making an army

To make an army, first pick what type of force it is. Different forces give you access to different races, weapons, magic, and abilities, and all have different play styles. Then you need to pick units for your army, using the restrictions of the force you have chosen. A unit is a group of at least three models that are all the same race, and all have the same equipment. Units will stay together during the game. What races your units can be, and what equipment they can have, is described in the force rules.

Your units are 'core' units, but for +5 power per model, you can upgrade them to be elite units, giving them +1 attack bonus.

Some of your units will become heroes. Heroes are units made up of individual models, they have +2 health, and +1 attack bonus. It costs 10 power to upgrade a model to a hero. Heroes can also be further upgraded with a class, the options for which are listed in the force rules. You must have at least one hero in your army, and one of your heroes becomes your general. Additionally, you may make another of your heroes the army standard bearer for +5 power. While units are within 12" of your general, they can re-roll failed nerve checks, and while within 12" of your army standard bearer, they gain +2 combat score.

The cost of creatures, equipment, and upgrades is always given in square brackets after the name. Up to 25% of your army's power may be spent on mercenaries, which are detailed in their own section, and up to 10% of your power may be spent on magic items.

Forces

Tuland

The kingdom of Tuland is located on a small island in the Southlands. It's position in the world, and its trading link with the dwarves, makes it a far greater power in the world however, than its size would suggest. Tulanders are famous for their skills with ranged weapons, especially the longbow, but more recently, the musket.

Races:
Human

Army special rules:
All models gain +1 attack bonus for weapons with the *ranged* trait.

Equipment:
Core units can take short-swords, shields, halberds, short-bows, longbows, and muskets. Elite units, and heroes can also take longwords, and pistols. Core units can have basic armour, while elite units and heroes can have light armour.

Heroes:
Heroes can be Commanders, Champions, Tacticians, or Engineers. For every level of Engineer in your army, you may have one cannon.



Lorraine

Lorraine is a mighty nation in the southlands. With few alliances with its neighbours, the country is protected by the sheer strength of its armies. Massed ranks of peasant militia are joined by noble knights, and lead by dukes. The cavalry charges of Lorraine knights are widely feared, and the people's religious zeal is also not to be underestimated.

Races:
Human

Army special rules:
Crusaders- For every priest in your army, up to four elite models from your army can count as having the blessing of a god (without counting as having been blessed).
Challenge- Your general may choose to issue a challenge to an enemy general. Once a challenge is issued, your general cannot attack any model other than the challenged general, or another hero of your opponent's choice, but no other enemy model may attack or otherwise cause damage to your general.

Equipment:
Core units can take spears, maces, or slings. Elite units can take any weapons that don't have the *ranged* trait, and shields. Elite units, and heroes can have heavy armour. Elite units and heroes can be mounted on horses.

Heroes:
Heroes can be Commanders, Champions, Tacticians, or Priests.

Yakata



Located on a small island near Tuland, Yakata is a small, but fiercely proud country. It is ruled by an emperor, as well as the leaders of the biggest clans, who are all supported by their samurai- elite warriors utterly obedient to their lord.

Races:
Human

Army Special Rules:
Katana blades- Short-swords and longswords in your army gain +1 attack bonus.

Equipment:
Core units can take short-swords, spears, and short-bows. Elite units and heroes can take any weapons. Core units can have basic armour, and elite units and heroes can have light armour. Any model may have a horse as a mount.

Heroes:
Heroes can be Commanders, Champions, Engineers, or Assassins.

Arium

The empire of Arium is the largest human empire in the world, stretching all the way from Oralia, to Lorraine. Its legions are feared throughout the Southlands, and the empire is constantly trying to increase its territory through endless wars with its neighbours

Races:
Humans, Orcs*, and Ogres*
*Orcs and Ogres are slaves, so cannot be blessed by priests, or affected by any other friendly hero abilities.

Army Special rules:
Testudo- shields give an additional +1 to armour saves.

Equipment:
All human units and heroes can take spears, short-swords, slings, and shields, and can have light armour. Orcs and Ogres can take maces, heavy maces, flails, axes, great-axes, and shields. Orcs and Ogres can have light armour.

Heroes:
Human heroes can be Commanders, Champions, Tacticians, Engineers, or Priests. Orc and ogre heroes can be champions. For every Engineer in your army, you may have up to 1 bolt thrower.

Dwarves

Dwarves are an ancient and proud race, who split from the elves during the elven civil war. Legend says, that the first leader of the Dwarves, prince Gruminor, defied Alterion, and lead his armies to help the humans in the Southlands. For this act of disobedience, he and his people's descendants were cursed with low height, and their ability to use magic was taken away. Since then, the dwarves have developed the most advanced technologies in the world, and created mighty tunnel networks that extend over much of the Southlands.

Races:
Dwarves

Army Special Rules:
Miners- For an extra 5 power per model, you may make any core units into miners. If you have miners in your army, you do not have to deploy your units on the board at the start of the game, and can instead deploy units of miners anywhere on the board as one action when they are activated. Place down a marker when you deploy a unit of miners, and other units can deploy there in the same way.

Equipment:
Core units can take hand-axes, mauls, shields, and slings. Elite units and heroes can also take great-axes, heavy mauls, muskets, crossbows, and pistols. Core units can be equipped with light armour, heroes and elite units can have heavy armour.

Heroes:
Heroes can be Commanders, Champions, or Engineers. For every Engineer in your army, you may have up to 2 cannons.

Eastern Alliance

In the North-Eastern coasts of the Southlands lie the cities of Oralia- a kingdom that thrives on trade from all over the world. But travel further South, into the great desert, and you will find it full of the ruins of a once mighty empire. This Dead Empire, is in fact still thriving. Its inhabitants were mummified aeons ago, and their armies still patrol their desert home, protecting their tombs and monuments from despoilers.

Races:
Human, Mummy, skeleton

Army special rules:
Can spend an additional 25% of your power on mercenaries.
Can spend an additional 10% of your power on magic items.



Equipment:

Core units can take short-swords, hand-axes, spears, shields, and short-bows. Elite units and heroes can also take flails, and longbows. Core units can take basic armour, and heroes and elite units can take light armour.

Heroes:

Heroes can be Commanders, Champions, or Engineers. Human heroes can be wizards, and mummy heroes can be priests. Wizards know spells from the lore of the desert. For every Engineer in your army, you may have up to 6 chariots (pulled by horses).

Elven Kingdoms

The elves are the mightiest and eldest of the races. Once they ruled a shining empire that stretched across most of the world, but now they have control over only their home island. This is not to say however that they are weak, for the elves hold much influence in all the human courts and governments, subtly influencing events to their advantage. On the rare occasions that the elven kingdoms go to war, they bring with them ancient artefacts of potent power, and mages far mightier than any other race could dream of.

Races:

Elves

Army Special Rules:

Pick one of:

Sun kingdom- Can also take human units.

Moon Kingdom- All heroes gain a free level in Wizard.

Old Kingdom- Can take giant eagles and phoenixes as units or mounts (instead of horses).

Equipment:

Core units can take spears, short-swords, longbows, and shields. Heroes and elite units can also take halberds, lances, and short-bows. All units can have light armour, and any heroes and elite units can be mounted on horses. Heroes can also be mounted on young or adult dragons. Your general may be mounted on an ancient dragon.

Heroes:

Heroes can be Commanders, Champions, Engineers or Wizards. For every engineer in your army, you may have up to three bolt throwers, or chariots (pulled by horses or lions). Wizards know spells from two lores of your choice (except necromancy).

Nightmare Legions

Throughout the world, evil creatures hide in the shadows. Ridiculed wizards turn to the dark art of necromancy, mad liches lust for power, and ancient crypts awaken to defend against trespassers. Such creatures often band together, terrorizing mountain passes, countrysides, and coasts. While rarely a match for the might of a country's full military, these forces ensure that travellers think twice before leaving their cities at night, and peasants dub their doors with holy symbols and amulets.

Races:

Liches, Skeletons, Zombies, humans and Mummies.

Army special rules:

Re-animate- roll a die every time a model from your army dies. On a 5+, it doesn't.

Equipment:

Core units can take spears, hand-axes, short-swords, maces, flails, and shields. Heroes and elite units can also take Longswords, great-axes, and heavy maces. Elite units, and heroes can be given heavy armour.

Heroes:

Heroes can be Champions, Wizards, summoners, or Assassins. Wizards know spells from the lore of necromancy.

Northern Alliance

North of all other civilisations, lie the cult cities of Aun, full of temples to dark gods, fanatical cultists, and petty thieves. But more than just a handful of cities, the priest-kings of this land are slaves to the will of the Night Elves- the sadistic, bitter remains of the rebels Cralthon lead in the elven civil war. Their own land blighted by their own magic, the night elves are filled with hate for all creatures, including themselves. They lead their human allies in raids against the elven isles, the Northern Welscans, and everyone else they can reach.

Races:

Elf, human

Army special rules:

Repeater crossbows- crossbows in the army gain +1 attack.

Equipment:

Humans can take spears, short-swords, hand-axes, and short-bows. Elves can take spears, crossbows, halberds, and shields. Elves may have light armour. Any model may be mounted on a horse.

Heroes:

Heroes can be Commanders, Champions, Engineers, or Summoners.

For every engineer in your army, you can have up to three bolt throwers or chariots (pulled by horses).

Orcs and Goblins

Originally created by Cralthon as hideous experiments on elves, orcs are brutish creatures that love violence. They have spread all across the world, a stain on the civilisations that they constantly threaten. Shunned and feared by humans, elves, and dwarves, orcs live as barbarians, roaming and terrorizing forests, plains, and mountains. Little is known about goblins- diminutive, weak creatures who often follow around orc tribes for protection, and the chance to scavenge loot.

Races:

Orc, Goblin

Army special rules:

Equipment:

Goblins can take spears, short-bows, and shields. Orcs can take maces, flails, hand-axes, heavy maces, and shields. Orc elite units and orc heroes can take heavy armour. Any models may be mounted on a boar or a wolf.

Heroes:

Heroes can be champions, Wizards, or engineers. Wizards know spells from the lore of the forests, plains, arctic, mountains, or desert. For every engineer you have in your army, you may have up to one chariot (pulled by boars or wolves) and one catapult.

Welscans

Welscans are the humans that have refused to become civilised- living in the wild places of the world, battling orcs, monsters, and other horrors in a daily battle for survival. The Welscans are the oldest and most legendary human society- many Tuland royal families and Lorraine dukes are proud to be able to trace their lineage back to some ancient Welscan hero of legend.

Races:

Human

Army special rules:

Choose one of:

Southern- any unit can take horses as mounts, and all cavalry gain +2" speed.

Midlander- may ignore difficult terrain, and core units gain +1 agility.

Northern- All units gain +1 to armour saves.

Equipment:

Core units can take short-swords, hand-axes, short-bows, spears, and shields. Elite units and heroes can also take longswords, and great-axes. Core units can have basic armour, and elite units and heroes can have light armour. Elite units and heroes may take horses as mounts.

Heroes:

Heroes can be Commanders, Champions, or Priests.

Wild elves

Wild elves inhabit the great forest of the Midlands, defending their territory fiercely against any who would try and harm the forest. These elves split from the elven kingdoms after the civil war, choosing to abandon civilisation, and the suffering they had seen it to cause, and choosing to instead live a wild life, one with nature.

Races:

Elf

Army special rules:

All elves receive +1 agility.

Can take any beasts as mounts or units.

Equipment:

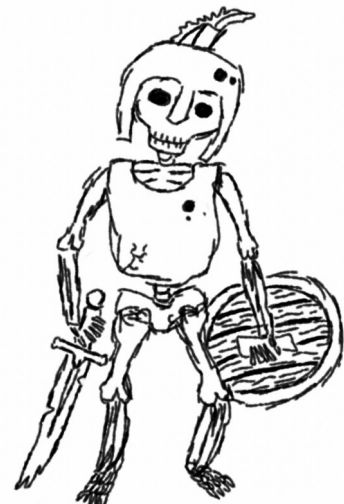
Core units can take spears, short-bows, short-swords, and shields. Heroes and elite units can also take longswords, halberds, and longbows. All units can have basic armour. Any unit may be given a mount.

Heroes:

Heroes can become Commanders, Champions, or Wizards. Wizards know spells from the lore of the forest.

Vampire Kingdoms

Vampires are creatures formed when a demon becomes trapped in a dying body, the soul and the demon fusing into one being. Such beings are normally only formed, when the person has drunk the blood of an existing vampire, luring a demon in, but in very rare cases, a new vampire can form. Most vampires live in clans, in their castles in the Southern mountains, and after wars against the human kingdoms, they mostly stay there, but should a Lorraine crusade, or orc band stray too far South, they will find themselves surrounded by legions of re-animated skeletons, lead by powerful vampires, eager to hunt down and feed on the trespassers.



Races:

Vampire, skeleton

Army special rules:

You must pick a bloodline for your vampires to belong to:

- Jegersa- The Hunters- All vampires in your army gain +4" movement.
- Laerda- The Mystics- All vampire heroes gain a free level in wizard.
- Krigere- The Warriors- All vampire lords and vampires in your army gain +1 combat bonus.
- Unga- The Youngest- All vampire lords and vampires in your army gain +2 attacks.
- Gamle- The Ancient ones- every turn you may re-roll one die of your choice, or have your opponent re-roll one of their rolls.
- Vandode- Masters of Death- all skeletons in your army gain the ability to move twice in their activation.
- Sjorove- The Pirates- can spend +10% more on magic items

Equipment:

Skeletons can take spears, hand axes, crossbows, short-swords, and shields, vampires can also take any other weapons that don't have the *ranged* trait. Skeletons can take light armour, and vampires can take heavy armour. Any model may be mounted on a horse.

Heroes:

Heroes can become champions, or wizards. Wizards know spells from the lore of necromancy.

Beasts

Adult dragon [30]- 15" speed, 12 health, 4 agility, flying, 6 attacks, +2 combat bonus, fire breath(3), scary

Ancient dragon [20]- 12" speed, 10 health, 4 agility, flying, 4 attacks, +1 combat bonus, fire breath(2), can be given levels in the wizard hero class.

Boar [2]- 6" speed, 1 health, 4 agility, 1 attack

Horse [2]- 8" speed, 1 health, 4 agility.

Giant Eagle [5]- 12" speed, 3 health, 4 agility, flying, 3 attacks

Lion [3]- 8" speed, 1 health, 4 agility, 2 attacks

Phoenix - 15" speed, 6 health, 5 agility, flying, D3 attacks, fire breath, in a turn after this model died, roll a die. On a 4+, this model returns at full health as close to its last position as possible.

Wolf [3]- 9" speed, 1 health, 4 agility, 1 attack

Young dragon [15]- 10" speed, 6 health, 4 agility, flying, 3 attacks, +1 combat bonus, fire breath(1)

Fire breath(x)- as a free action, once per activation, can deal xD6 automatic hits to a unit within 6".

War machines

Catapult [7 (+crew)]- D3 attacks, crushing, ranged(2D6+6"), immobile, two crew +3 health.

Chariot [5 (+creatures and crew)]- stats of creatures +3 health, carries 2 crew. Armour of crew +1 (or 6+).

Bolt thrower [10 (+crew)]- D6 attacks, armour piercing, ranged(30"), immobile, two crew +3 health.

Cannon [10 (+crew)]- D3 attacks, ignores armour, ranged(20"), immobile, two crew +3 health.

Demons:

All demons are minor or major aspects of the bull, the serpent, or the spider. All demons are *chaotic*.

Aspects of the bull gain +3 attacks.

Aspects of the serpent gain +6" speed.

Aspects of the spider reduce the speed of units within 3" by 3".

Minor Aspect

3 Health, 6 Agility, 6" speed, +0 attack bonus

has D6 attacks

Materialisation value: 4+, binding value: 5+

Major Aspect

6 Health, 4 Agility, 6" speed, +1 attack bonus

has 2D6 attacks

Materialisation value: 6+, binding value: 7+

Spells:

Lore of the Forests

- Tangling vines- *Magical plants erupt from the ground, and twist themselves around the legs of the target, slowing them down greatly.* CV:4 - One unit of your choice within 12" must subtract 3" from their speed the next time they move.
- Savage beast- *The target transforms into a personification of nature, growing into a huge, savage beast.* CV:8 - One hero model of your choice (can be the caster) within 10" gets +3 health, 3 attacks with armour piercing, and +3" speed, but must move towards the closest unit next time it activates.
- Awakened Earth- *Plants, animals, and even the earth itself attacks at the caster's command, rending the target in a flurry of blows.* CV:7 - one unit of your choice within 18" takes 2D6 hits.
- Command Birds - *At the caster's command, a flock of birds flies down from the sky, attacking the target with a flurry of beaks and claws.* CV:5 - one unit of your choice within 30" takes 1D6 hits

Lore of the Plains

- Speeding winds- *A powerful gust of magical wind scatters the target to a new position.* CV:6 - One unit of your choice within 6" is immediately moved by 2D6" in any direction, facing any direction. On a 3+ the unit also goes into skirmish formation.
- Spear of Destiny- *A beam of energy shoots out from the caster's hand, burning through all in its path.* CV:8 - pick a point within 40" of the caster, and draw a line between them. Every model touched by the line takes 1 hit, with armour piercing.
- Long sight- *The target is blessed by the sight of a bird of prey: precise, and deadly.* CV:4 - One unit of your choice within 6" gains +1 to their next ranged attack rolls.
- Swiftess- *imbued with the power of the plains, the target moves with unnatural speed.* CV:3 - One unit of your choice within 10" gains +3" speed the next time they move.
- Hurricane- *The caster summons a hurricane from thin air, ripping into the enemy.* CV:5 - pick a point within 20" of the caster. Every unit within 3" of that point takes D3 hits.

Lore of the Desert

- Dust cloud- *The caster summons a cloud of sand, blinding and irritating the target.* CV:5 - One unit of your choice within D6+6" gets -3 to attack rolls until the end of the caster's next activation.
- Eternal flame- *The caster summons a huge, whirling flame into the battle, which keeps on burning for a very long time.* CV:8 - Place down a 3" circle within D3+3" of the caster. As future actions, the caster may move the circle (and any others summoned) D6" in any direction. Otherwise, the circle moves in a random direction. If the circle touches a unit, the unit takes 2D6 automatic hits, no armour saves allowed.
- Desiccation- *Like the harshest desert winds, the caster draws out all the moisture from the target's body, leaving them a shrivelled husk.* CV:5 - Pick a model within D6", and roll a die for every point of health the model has. For every 4+ rolled, the model takes 1 damage.
- Quicksand- *At the caster's call, the ground beneath the target comes to life, sucking them in.* CV:10 - Pick a point within 12" of the caster. Every non flying model within 3" of that point must roll a die. On a 4+, nothing happens. On a 2-3, their speed is reduced to 0 until the start of the caster's next activation, and on a 1, they are slain.

Lore of the Arctic

- Frosty winds- *An icy gust chills the target to their core, slowing them greatly.* CV:5 - Pick a point within 2D6". All models within D3" get -3" to their speed the next time they move.
- Icicle rain- *Freezing shards of ice drop onto the target from the sky, impaling anyone unfortunate enough to be hit.* CV:4 - One unit of your choice within D6" takes D6 automatic piercing hits.
- Frozen- *Ice quickly grows over the target, trapping them while it lasts.* CV:5 - One model of your choice within 2D6" may not move again until the end of this caster's next activation.
- Wall of ice- *The caster raises their arms, and a huge wall of solid ice grows before them, a mighty obstacle for the enemy.* CV:6 - place down a rectangle 1"x6" within 8" of the caster. It blocks line of sight, and is impassable. The wall stays until the end of the caster's next activation.

Lore of the Mountains

- Earthquake- *The ground rumbles and shakes, as the targets collapse, any sense of order broken.* CV:4 - one unit within 25" of your choice goes into skirmish formation.
- Split Earth- *The ground cracks and splits beneath the target, anyone who falls into the new gorges never returns.* CV:6 - pick a unit within 15". Roll a die for every model in that unit. For every 3+ rolled, the unit takes 1 damage.
- Tumbling boulders- *With great effort, the caster splits mighty boulders from their home, and they roll across the battlefield in a deadly avalanche.* CV:9 - Pick a point within 35", and draw a line between that point and the caster. Every unit touched by the line takes D3+3 crushing hits.
- Alter land- *The caster waves their hand, reforming the land around them to better suit their needs.* CV:3 pick a unit within 15". You may immediately reform that unit.
- Volcano- *With a roar, the caster forces lava to erupt from the ground, destroying all around it.* CV:8 - Pick a point within 20". Every unit within 3" of that point takes D3 armour piercing hits.

Lore of the Heavens

- Shrouding clouds- *The caster summons a cloud over the target, protecting them from the enemy's sight.* CV:4 - One unit of your choice within 7" gets +1 agility until the start of the caster's next turn.
- Blinding light- *Beams of sunlight blind the target at the caster's command.* CV:5 - One unit of your choice within 21" gets -1 to hit rolls until the start of the caster's next activation.
- Angelic flight- *The target soars through the air, carried by gentle gusts of magical wind.* CV:6 - pick a unit within 7". You may move that unit by up to 14" in any direction.
- Lightning strike- *The caster points at a target, which is immediately hit by a mighty bolt of lightning.* CV:9 - Pick a unit within 28". That unit takes one hit with armour piercing, and D3+3 damage.

- Thunderstorm- *caster summons a dark thundercloud over the battlefield, electrocuting all in its path.* CV:12 - Pick a point within 28". Every unit within 7" of that point takes D6 hits, with no saves allowed.

Lore of Necromancy

- Drain spirit- *The caster pulls the very soul out of their body, and uses it to heal their own wounds.* CV:6 - roll 1D3 +3. One model of your choice within 7" takes 1 damage for every point your roll was bigger than their current health, and the caster heals that much health.
- Macabre Dance- *The caster floods the target with chaos energy, granting them a temporary burst of unnatural stamina.* CV:3 - one unit of your choice within 15" may immediately move by up to its movement.
- Witch flight- *Shrouding themselves in a whirling cloud of energy, the caster hurtles across the battlefield.* CV:5 - the caster may transport themselves to a new position anywhere on the board, including into combat.
- Raise the dead- *Flooding the fresh dead with chaos energy, the caster animates them into a crude mockery of life.* CV:4 - D3+3 new zombies can be placed anywhere within 4" of the caster. These can be a new unit, or join an existing one, and count as not having activated yet.
- Reanimate- *The caster concentrates on pulling together the newly destroyed skeletons around them.* CV:5 - one unit of skeletons within 7" receives D6 new members.



Gods

God of the sky:

Blessing- unit may add priest's level to their movement.

Prayer- One friendly unit within 6" may add twice the priest's level to their movement the next time they move.

God of Warfare:

Blessing- when a blessed model is killed they may immediately attack if it is possible for them to do so, before being removed.

Prayer- models gain +1 to armour saves next time they must use them.

God of Violence:

Blessing- +1 attack with one weapon.

Prayer- +1 to hit next time the models attack.

God of Death:

Blessing- becomes immune to *scary*, and gets +2 to rolls against *terrifying*.

Prayer- the next time a model dies, roll a die. On a 5+, it doesn't.

God of Nature:

Blessing- can ignore difficult terrain

Prayer- +1 agility

Magic items

There are three types of magic items- common, rare, and unique. Aside from the usual restrictions on how much you can spend on magic items, you may take any number of common items, any number of rare items (but only for heroes), but only one of each unique item.

Common items:

bronze amulet [3]- +2" speed

Enchanted spear [3]- spear, +1 combat bonus

Enchanted sword [4]- longsword, +1 combat bonus

Iron amulet [4]- The ranges of spells for wizards within 12", and the movement of *chaotic* units is decreased by 3" and 1" respectively. Cannot be used by *chaotic* models.

Lead amulet [5]- wizard user gains +1 magic dice per turn on a 4+.

Rare items:

Armour of Brilliance [12]- heavy armour, +1 agility

Blood knife [2]- wizard user may take 1 damage to gain +1 magic die.

Dispel Scroll [8]- single use, can choose to have a spell cast within 12" fail on a 3+.



Spell-eater shield [10]- shield, spells cast within 6" subtract D3+3 from their casting roll.

Valious Blade [15]- Longsword, +2 combat bonus, armour piercing

Vengious Blade [15]- Longsword, every hit roll of a 4+ scores an additional hit.

Unique items:

Book of Knowledge [20]- wizard users gain +D3 magic dice every turn.

Nunchucks of Lightning [18]- 2 handed weapon- D6 attacks, crushing, -1 attack bonus - Every hit roll of a 4+ causes an extra hit against which no saves are allowed.

Scythe of the Earth [25]- halberd, +1 combat bonus, can be used to cast the spell *earthquake* as a free action, or the spell *split earth* as an action once per turn.

Shurikens of Ice [25]- 2 handed weapon- D3 attacks, piercing, +1 attack bonus, ranged(2D6") - if you roll a 4+ on an attack roll, the spell *freeze* is cast on the target.

Star-metal sword [10]- longsword, +1 attack, +1 combat bonus, deals +2 damage when used against *chaotic* models.

Starsword [10]- Longsword, +D3 attacks, armour piercing, ranged(D6)

Sword of Fire [30]- Longsword, +1 attack bonus, every hit roll of a six casts the *eternal flame* spell, which can be controlled by the user as free actions, but they only last until the start of the user's next activation.

Mercenaries

Mercenaries are special units that can be taken by almost any army. They don't benefit from army special rules.

Barbarian hero [25 (+weapons and additional levels)]

Human hero, +2 combat bonus, starts with two classes in champion (and can be upgraded with more). Can take a longsword, great-axe, and any magic items. Every time this model takes a point of damage, roll a die. On a 5+, it doesn't.

Hunters [6 (+weapons)]

Human core unit, +2" speed, can take short-bows, longbows, short-swords, hand-axes, and slings.

Outcast knights of Lorraine [7 (+weapons, armour, and mount)]

Human elite unit, +1 combat bonus, can take any weapons without the *ranged* trait, and shields, must be mounted on horses, and can take heavy armour.

Rogue wizard [15 (+weapons and extra levels)]

Human hero, Can take any weapons, or magic items, starts with 1 level in wizard (and can be upgraded with more), knows spells from one lore of your choice.